

SYNTACTICS

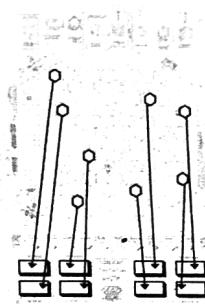
Instructions

A simulation game of future tactical urbanism, set within a chaotic Hong Kong in the year 2047. For 3–6 players.

OVERVIEW AND OBJECTIVES

In 2047, Hong Kong is in the midst of ever-growing inequality. Players Travel, Fight, and spend Resources to complete Interventions (i.e. "build stuff") at various sites across the geographic region of Hong Kong. A successful Intervention will help achieve a collective victory condition, counteract the effects of Uneven Growth Milestones, and double players' Resources.

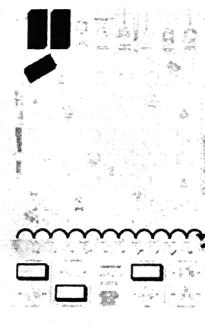
Events, which happen at the beginning of every round, force the players to continually shift their tactical decisions and strategic objectives. There are three outcomes to the game:



COLLECTIVE WIN
When all 8 Interventions are completed before the Time Track reaches The End, all players win together.



INDIVIDUAL WIN
When all 8 Uneven Growth Milestones have been reached before the Time Track reaches The End, the player with the most Resources in their hand wins.



UNIVERSAL DEFEAT
When 10 rounds pass and the Time Track reaches The End before all interventions are completed or uneven growth milestones have been reached, all players lose.

1. PREPARE GAMING ELEMENTS



1 six-sided die



1 small token for ASUS Drone, such as a piece of lint



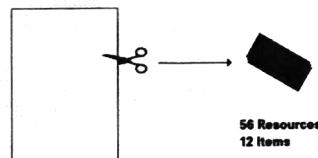
① ②
1 small token per player, such as a coin



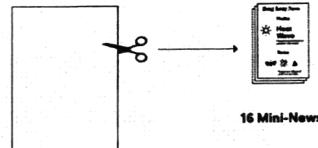
③
1 small token for Vietnamese Refugees, such as a bottle cap



1 grain of rice for Time Track Counter



Cut out Resources and Items and shuffle cards together

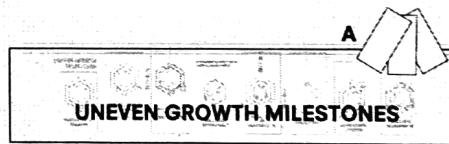


Cut out Mini-Newspapers, fold along center, and shuffle

2. SET UP THE BOARD



Deal 3 cards to every player



Players roll die to choose the starting player

Place ASUS Drone → ★

TACTICAL MAP

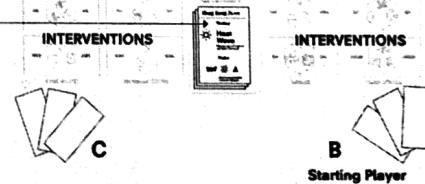
All player tokens start from Central hex in Hong Kong

Place Vietnamese Refugees → Ⓛ

Place remaining stack of cards, face down, onto Draw Pile area → DRAW

Place Counter onto Game Start along the Time Track → TIME TRACK

Place Mini-Newspapers face up onto area labeled 'Hong Kong News' → INTERVENTIONS



Starting Player

3. NOW START THE GAME

Moving in a clockwise fashion, players each take 1 turn per round, beginning with the Starting Player. During her turn, a player may perform all of the below actions once, in any order:

DRAW

Draw 1 card, if available from Draw Pile.

TRAVEL

Roll die. Look at the Weather Forecast and Travel up to the amount of the roll. If you enter a water hex, you must discard 1 Resource to continue.

FIGHT

You may attack any player in the same hex as you. Roll die to Fight.

If attacker's roll is greater than defender's roll, defending player must give 2 cards to the attacker and immediately return their token to Central hex to regroup. If attacker's roll is less than or equal to defender's roll, nothing happens.

TRADE

Players can Trade cards at any time. Trades are negotiable, so you might trade 1-for-1, 2-for-1, etc.

INTERVENE

When you reach a site hex, you may stop there to perform an Intervention. Look at the Market to see what Resources are 'wild' and can stand for any other Resource for the duration of the round. Pay the 3 Resources from your hand that match the site's 3 icons and place them face-up on the bottom of the game board where noted. Draw 6 cards from the Draw Pile.

You may also take a few moments to explain your Intervention to the other players and how it utilizes the required Resources to create a better urban condition at your site. If at least two of the other players agree that your description is compelling, you may Draw another card. You may not Travel further upon completing an Intervention.

DRAIN / DEVELOP

If you're at a site with an Intervention, you can Drain it by taking the Resources from the bottom of the board. Further, you could Develop the site by reinvesting the drained Resources to draw 6 new cards from the Draw Pile.

ASUS Drone: If you roll a 6 to Travel or during a Fight, you gain control of the ASUS Drone. The Drone immediately teleports into your current hex. Traveling on water does not affect its range.

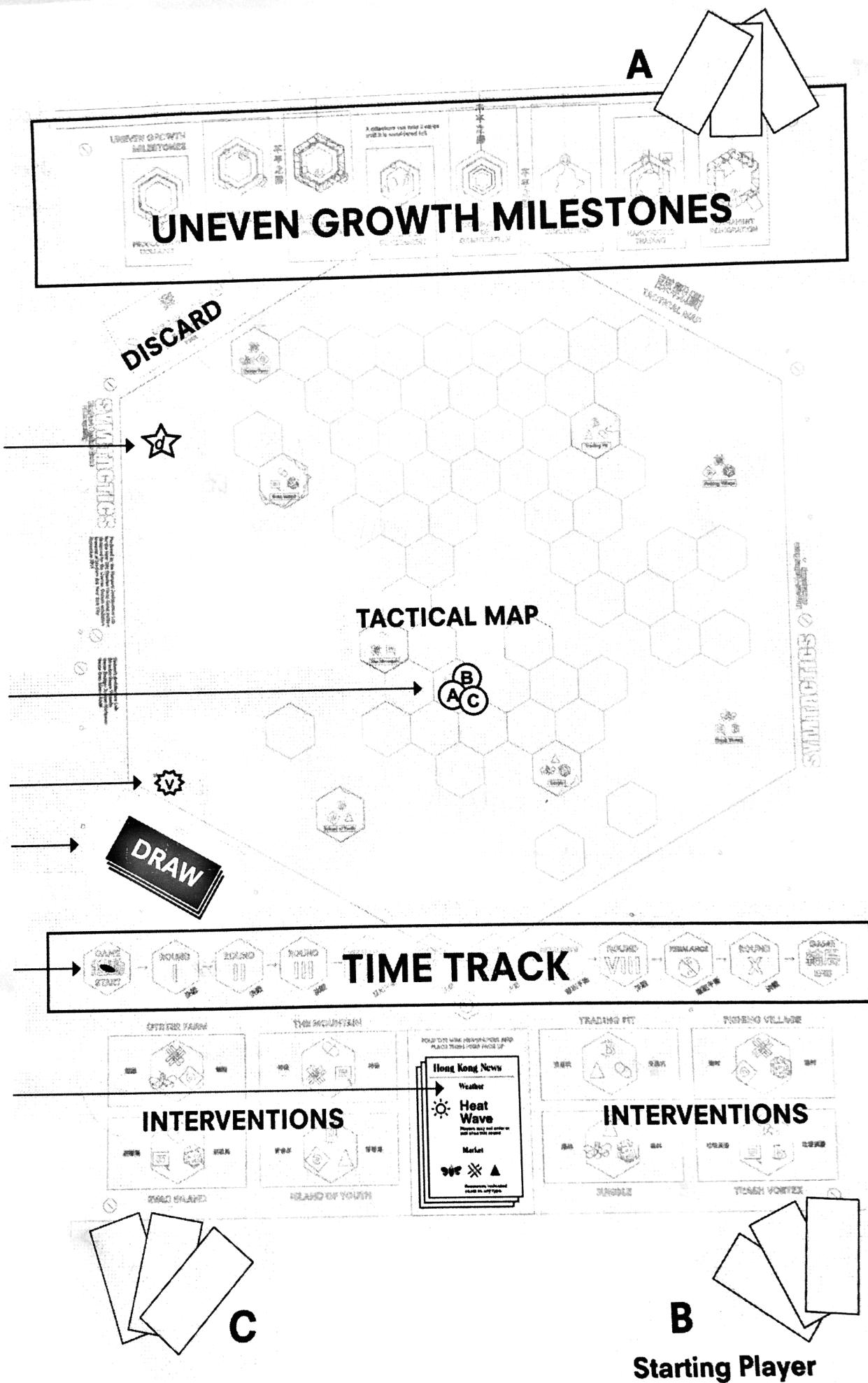
In addition to whatever actions you as a player choose to perform, you may perform one of the following Drone actions:

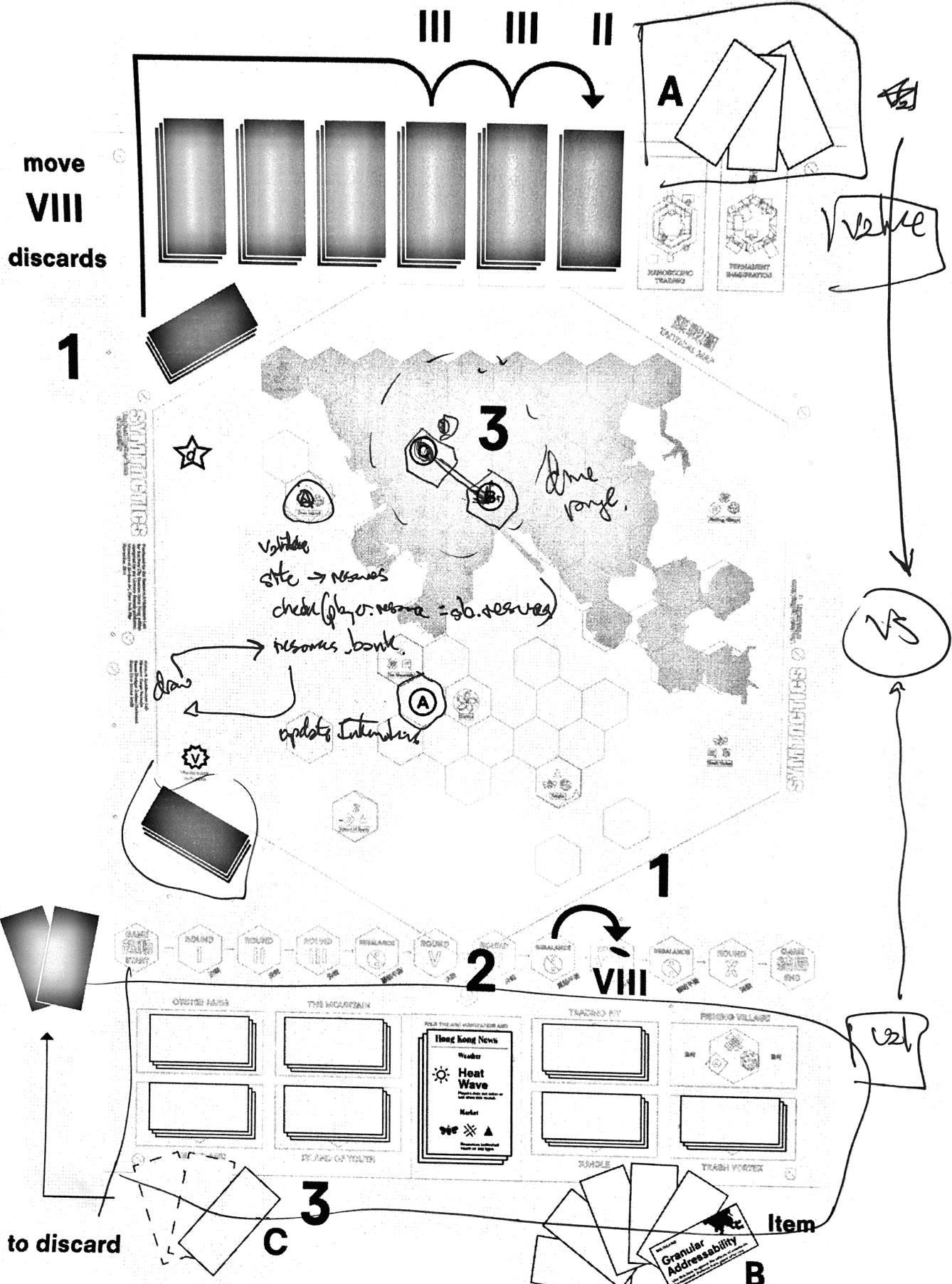
DRONE STRIKE: Attack another player up to a range of 3 hexes from you.

DRONE RIDE: Use the Drone to teleport you to any hex within a range of 3 from your current position.

DRONE INTERVENTION: Use the Drone to Intervene, to Drain or to Redevelop any site within a range of 3. Note that you must still possess the required Resources to do this.

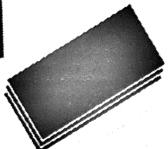
4. MOVE TO THE NEXT ROUND AFTER ALL PLAYERS TAKE A TURN



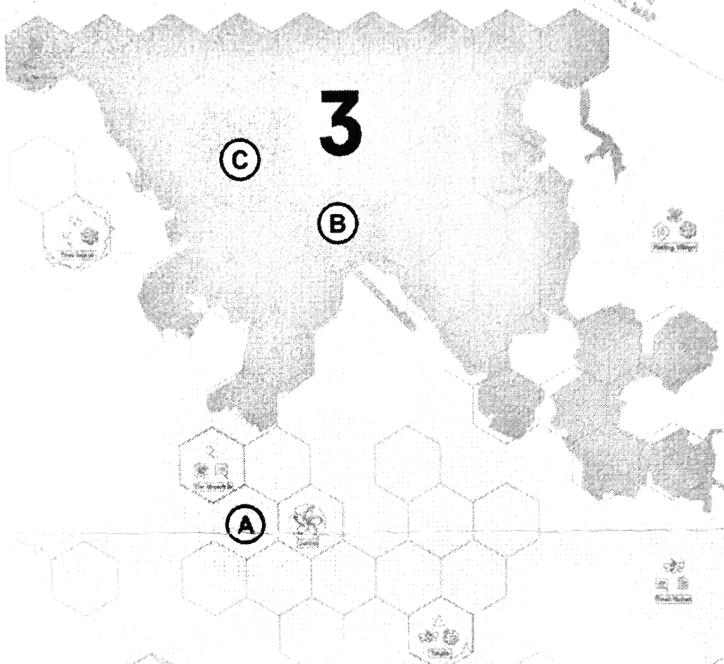


discards

1



SCENARIOS



3

B

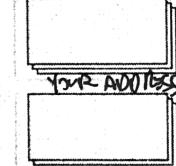
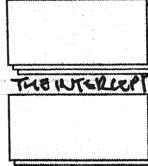
A



Sententials



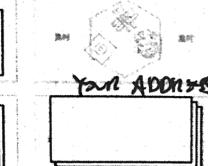
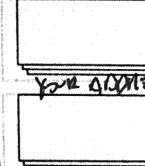
CAMBRIDGE ANALYST FACEBOOK



2

VIII

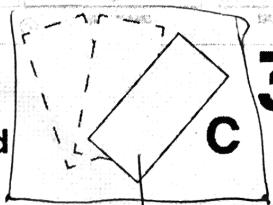
MUELLER



POTTER

Potter to
Potter
from

to discard

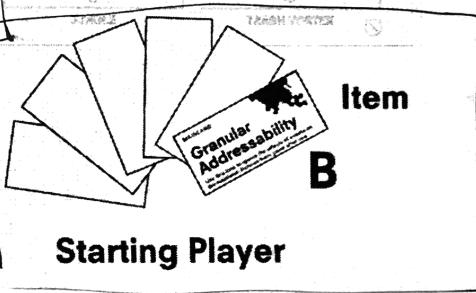


3

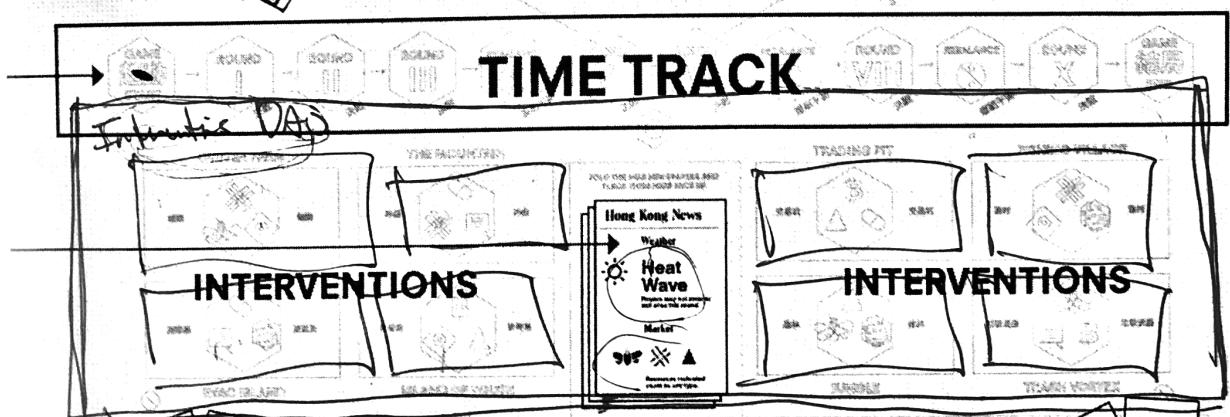
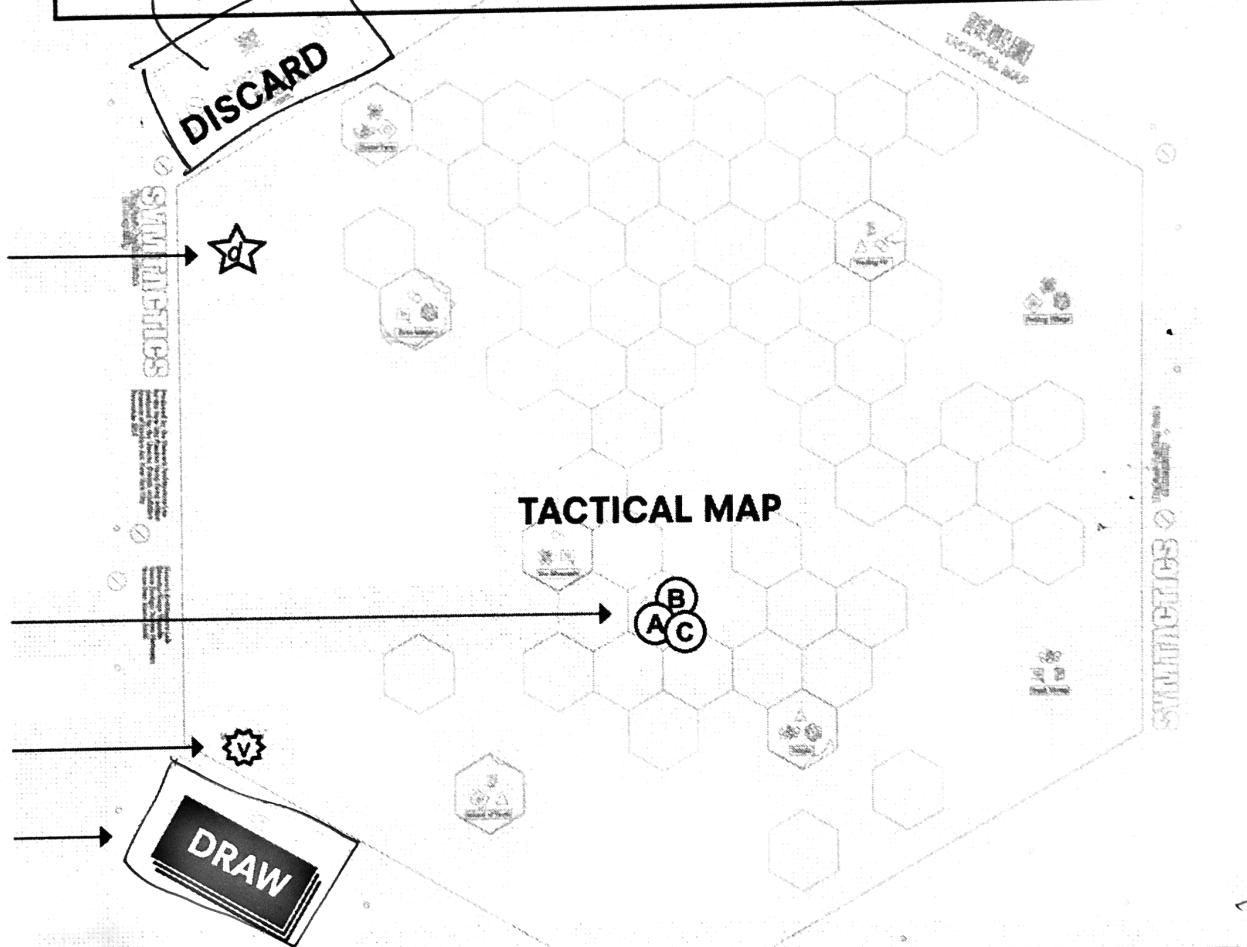
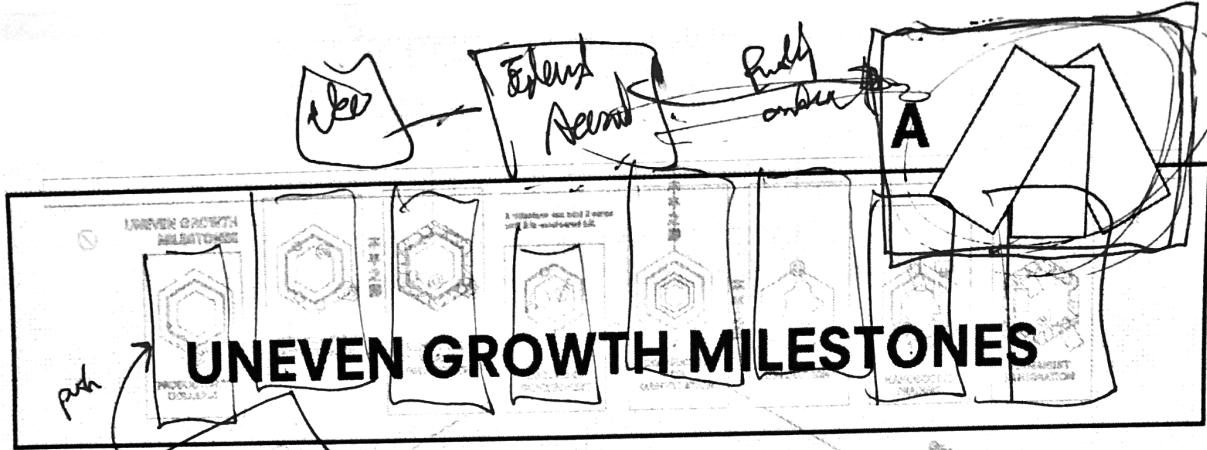
redeemable.

pay at x2

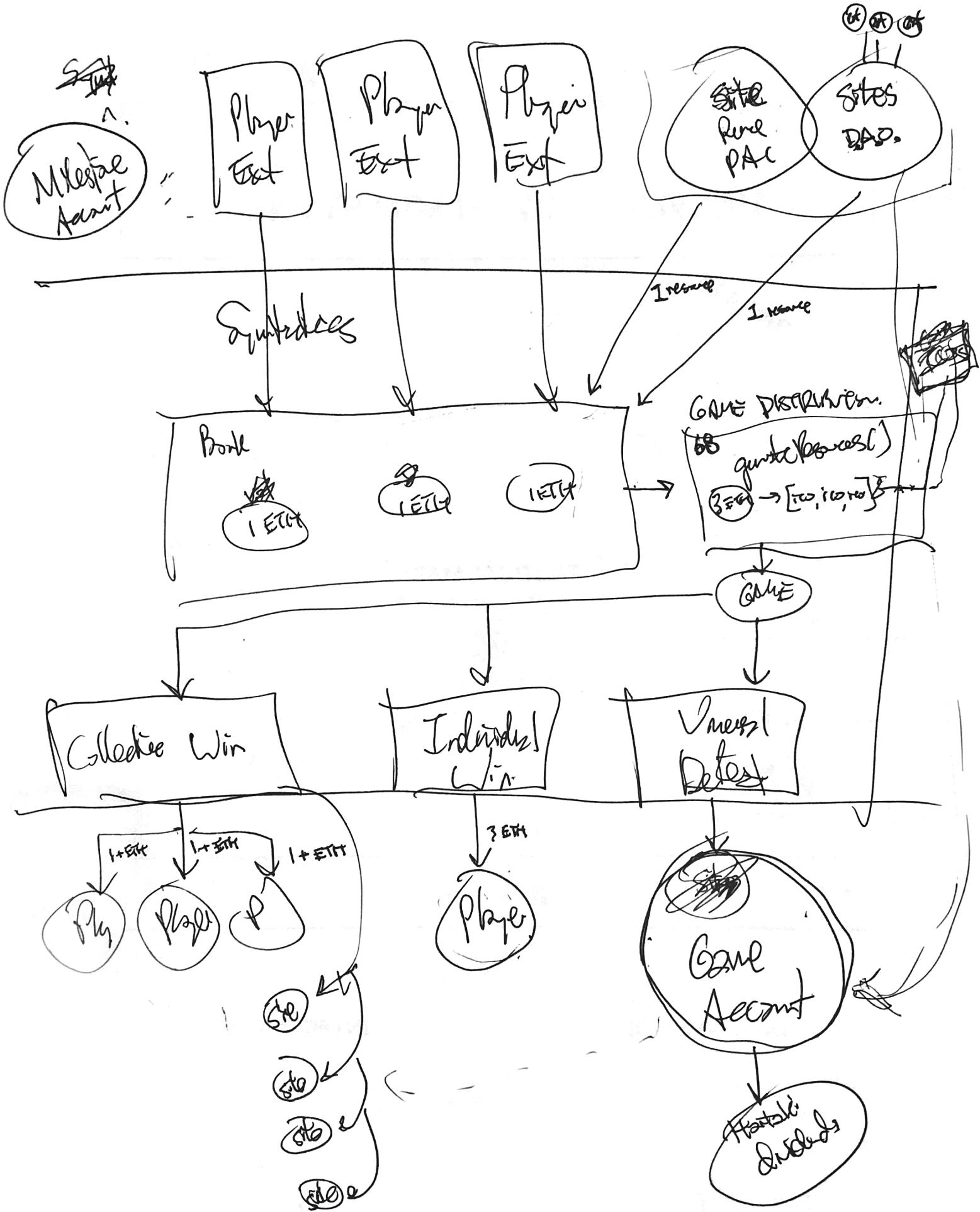
@ Red Point



Starting Player



B
Starting Player



CONTRACTS

GAME CONTRACT

- GAME STATE
(interventions vs sites)

TIME TRACK

- current Round?
- rebalance?
- game Over()?

STORES

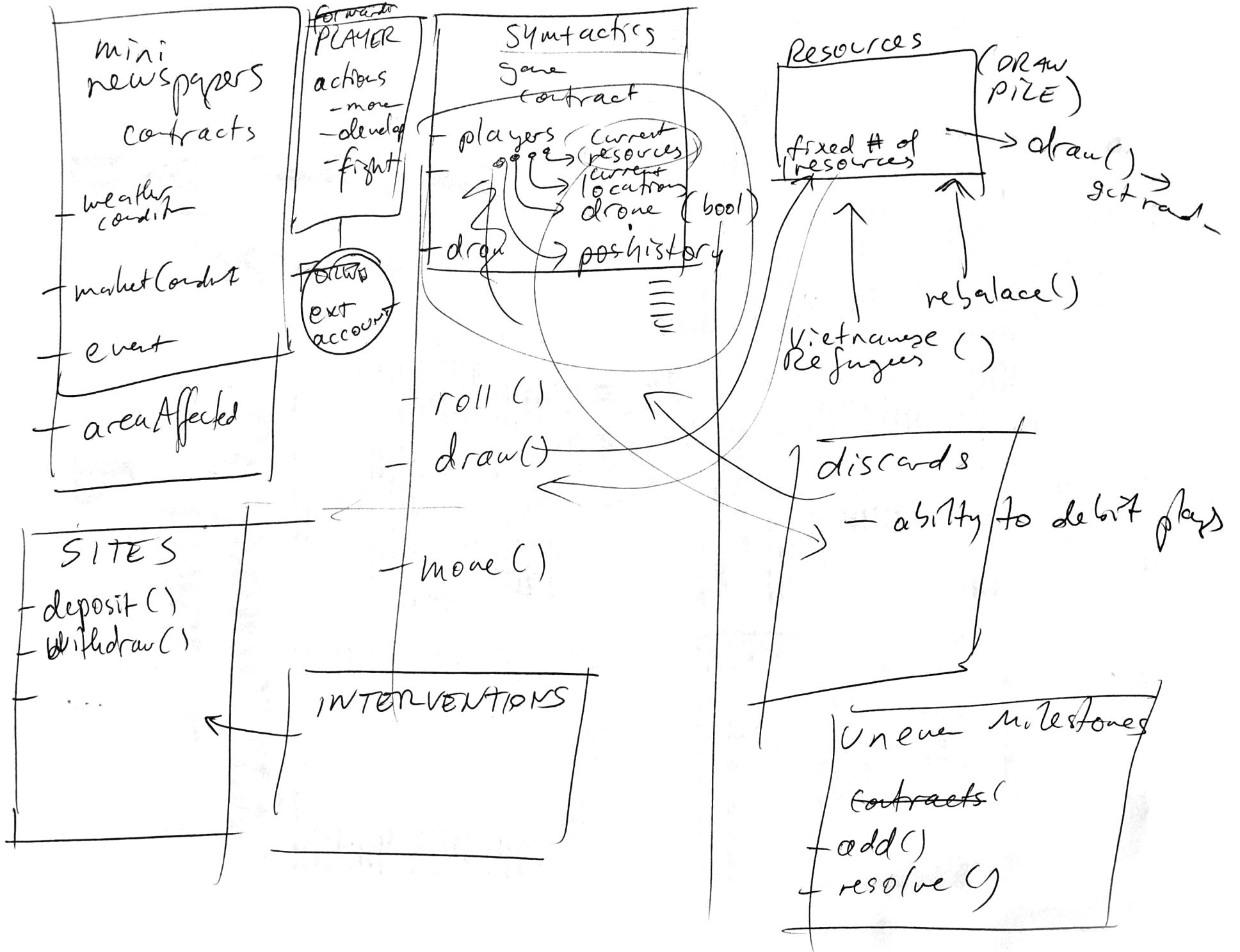
- hash Addresses
of all
of the
Contracts

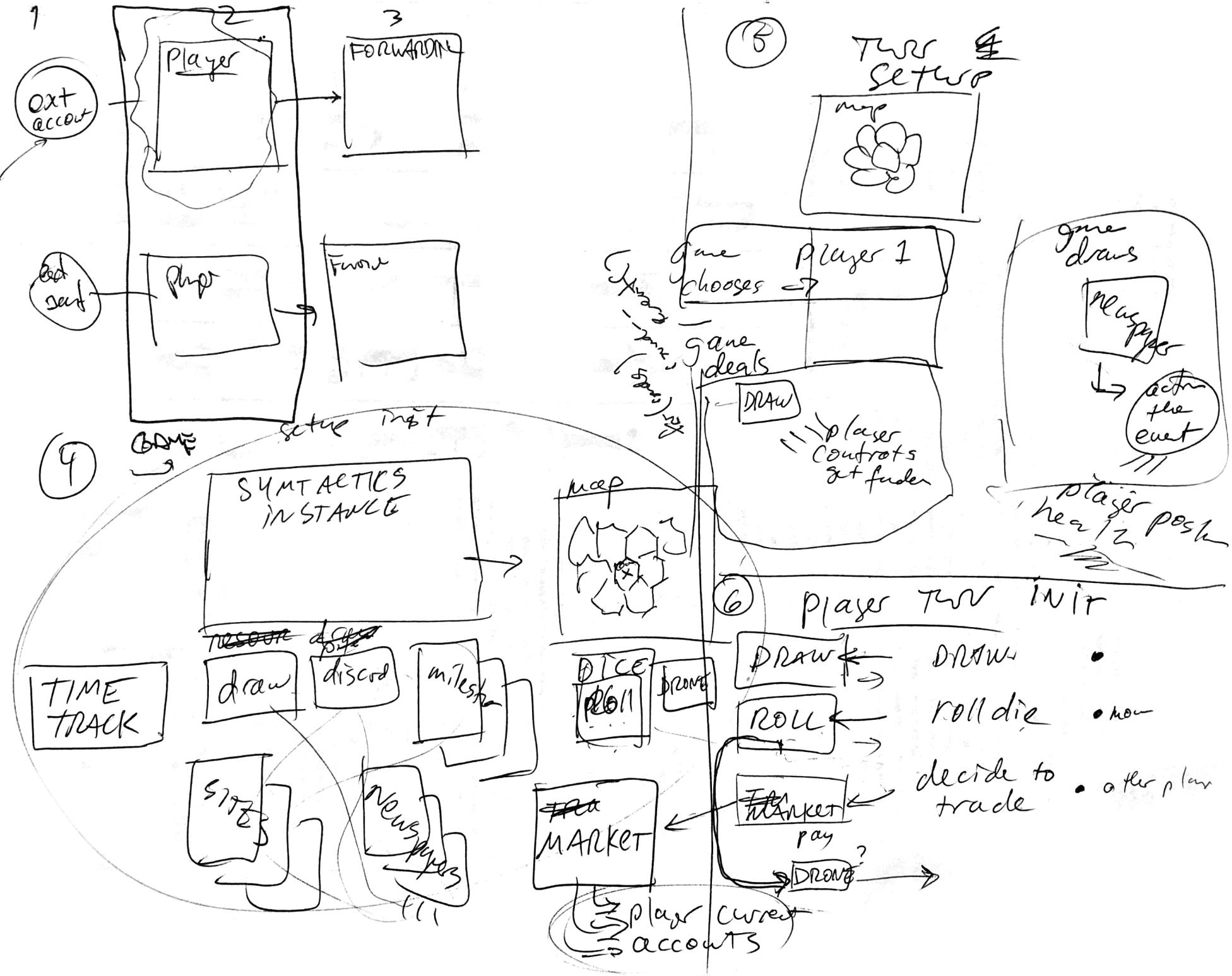
MAP

- hexes
- positions of players

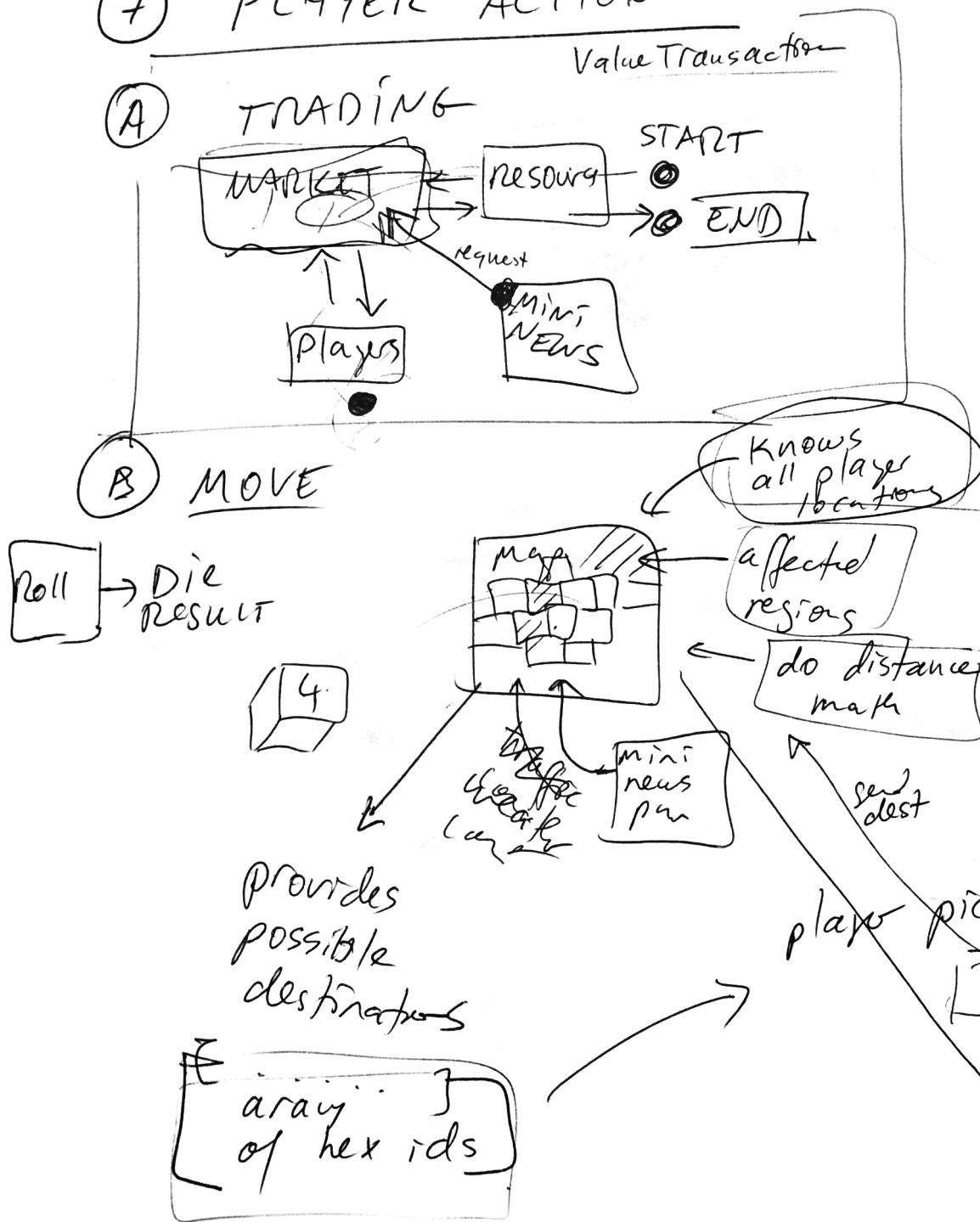
MARKET

- player accounts
- current conditions





⑦ PLAYER ACTION



PITCH DECK — use 'how can we solve the problem of Unen Grid maze'

D

developing a site

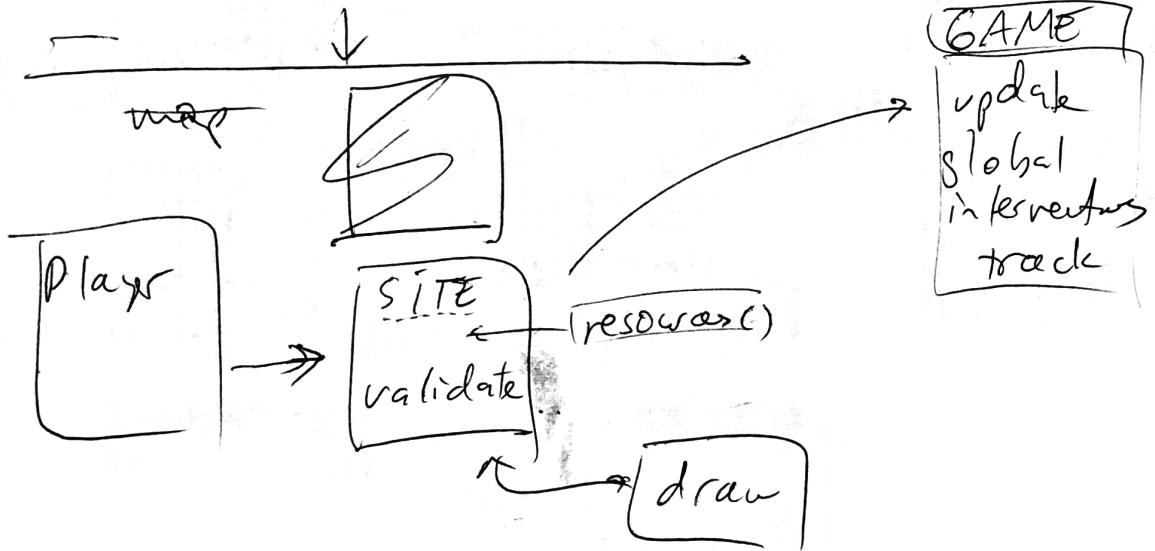
validates



is player
on site?

G DRONE
ATTACK

~~RENDER~~



E

redevelop

F

draws

Sequence

① players find external accounts → a game is initialized

② Game instance set up

CONTRACTS INIT

→ sites may get some cash

→ players wagers are put in escrow

③ TURN # SETUP

- map
- draw
- resource draw
- weaker etc

→ initialize superPac a/c.

THEN

④ PLAYER INIT

- draw
- roll
(drone)
- trade

⑤ PLAYER CHOOSES ACTION

(A TRADE)

B MOVE

C ATTACK
player
- drone attack

D DEVELOP SITE

- DRAIN
- REDEVELOP



⑥ (GAME STATE UPDATE?)

